CRYSTAL DYNAMICS

STAR CONTROL II

3DO

For use with 3DO™ systems

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WELCOME ABOARD

IN THE BEGINNING

The story begins with the radio. Radio was a harmless diversion, until the transmissions began to pulse out into space, riding electromagnetic waves throughout the universe.

It wasn't long before alien races from distant stars took notice of this evidence of life on the far-off blue planet. One species, the Ur-Quan, was a life-form genetically compelled to conquest. As early as 1940, the Ur-Quan began to formulate sinister schemes to attack Earth.

On Earth, the conflicts that had scourged mankind continued unabated. The Little War of 2015 came close to obliterating life on Earth when nuclear combat broke out. Fortunately, the exchange was relatively small and a global conflagration was avoided.

After the war, world leaders agreed to cooperate in a global disarmament. Mass-kill devices were gathered from every country, dismantled and stored in huge subterranean bunkers known as Peace Vaults. At last, in 2025, the Earth experienced its first year without war. During that time, Star Control was created to monitor the peace.

By the middle of the 21st Century, Earthlings had begun to colonize their solar system. Soon, mining and research outposts were scattered across the Asteroid Belt. Research began in earnest to develop a ship that could warp to distant stars faster than the speed of light.

ALIENS CONTACT EARTH

In 2112, Ceres Base was the site of humankind's first official contact with an alien life-form, the Chenjesu. Their ship appeared suddenly, took up a position three kilometers above the asteroid and began broadcasting:

> People of Earth:
>
> We are the Chenjesu. We come in peace with an urgent message. A horde of conquering warriors, the Ur-Quan, is advancing toward your solar system. They know you are here. They have made slaves of a thousand races across the galaxy. They will enslave all species unless we stop them now!
>
> We are not alone. Others will fight with us against the Ur-Quan. Together, in an alliance with the remaining free stars, we may yet defeat the Ur-Quan and its Hierarchy of Battle Thralls. We beseech you to join us, for we desperately need your help. We do not have much time. What is your answer?

THE ALLIANCE OF FREE STARS

The Chenjesu were patient. They remained in the solar system for months, conferring with Earth's leaders. Their starship transported Earth observers through HyperSpace to worlds that had been attacked by the Ur-Quan. The sad evidence of wholesale slaughter and devastation proved that the Chenjesu account was true.

On August 1, 2116, Earth joined the Chenjesu and their allies – the Mmrnmhrm, the Yehat, the Shofixti, and unofficially, the Syreen – to form The Alliance of Free Stars. The tens of thousands of thermonuclear weapon components stashed in the Peace Vaults were an additional bonus from Earth that surprised even the Chenjesu.

Following Earth's induction into the Alliance, an alien race known as the Arilou appeared. They transmitted a request to join the Alliance of Free Stars. Alliance headquarters was consulted, and soon afterwards the Arilou were welcomed into the coalition. They provided additional strength, which was to be tested almost immediately.

THE COURSE OF THE WAR

Both the Alliance and the Hierarchy built hundreds of asteroid bases across the spiral arm of the Galaxy. Only a fraction of these fortified positions survived the fighting.

As the war spread, new alien races were drawn into the conflict, until finally there were 14 species at war. By 2134 it was clear that the Ur-Quan and their Hierarchy of Battle Thralls were winning the war.

VELA II

On March 16, 2134, Star Control Captain I. Burton, a 28-year-old female Earthling, was leading a task force of heavy cruisers on a deep recon mission near the Zeeman-Vela star cluster. Suddenly, the ships were ambushed by enemy vessels. The task force was cut to shreds. Only Burton's vessel, the Tobermoon, escaped, sustaining severe damage.

The Tobermoon limped through space for a week before deep radar scan located a hospitable planet orbiting the dwarf star Vela. The planet, Vela II, proved to have both an oxygen-rich atmosphere and deposits of metal ore that the humans could use to repair their ship.

Burton ordered the repairs and sent the rest of the crew to explore the terrain. It was pure chance that a young ensign found the huge underground city, built by an extinct race known as the Precursors.

The installation was massive, with countless side passages crammed with futuristic equipment and long-dormant robots. Captain Burton realized that the wealth of advanced technology could aid the Alliance's cause.

Burton accelerated repairs to the Tobermoon and rocketed back to Earth to report her findings. Within a week, the Tobermoon was on the return leg to Vela II, crammed full of scientific equipment and experts on both the Precursor's civilization and their advanced xenotechnology.

THE EXPEDITION

Jules Farnsworth, the most respected expert in the expedition, was well known for his extensive knowledge of the Precursor civilization. Within hours or their arrival on Vela II, he located the base's deactivated central control computer. While the professor worked feverishly on the computer, Captain Burton received a fateful message from High Command.

A Hierarchy task force was hurtling toward the Vela system. Burton was ordered to return to Earth immediately. To prevent the Hierarchy from obtaining the Precursor's secrets, Burton was to install nuclear devices throughout the city. Once the Tobermoon was in orbit, she was to detonate the weapons and destroy the entire complex.

Destroy the most significant discovery of the century? Unthinkable! Farnsworth was especially distraught, for he was involved in several critical projects that could unlock ancient Precursor technical secrets.

Farnsworth offered to remain behind, promising to detonate the nuclear bombs if the Ur-Quan found the Precursor caves. Others also asked to stay and continue their research. Finally, Captain Burton decided the only logical thing to do was to remain behind with them.

On August 11, 2134 Captain Burton turned over command of the Tobermoon to First Officer Chi, with orders to leave the star system immediately. He was to return to Earth and brief the High Command on the expedition's desperate attempt to save the Precursor installation. Chi promised to return with a relief party and supplies.

MAROONED!

Weeks turned to months as Captain Burton and her team waited for the Tobermoon. Food reserves grew critically short until Farnsworth found a data bank in the computer identifying plants and animals on Vela II that could be harvested for food.

As the years passed, the Earthlings grew confident they were safe from discovery by the Ur-Quan. Eventually they gave their planet a name: Unzervalt. It meant simply, "our world."

Somehow, ten years slipped past. Farnsworth finally succeeded in unlocking the secret of the Precursor control computer. He commanded the computer to initiate its prime function. Suddenly, the immobile machinery within the cave roared to life. Huge electrical arcs shot between massive electrodes. Robotic vehicles began tearing across the cavern floor. A 30-meter tall crane-like machine detached itself from one wall and swiftly rolled through the complex!

The next day, robotic vehicles cut down a nearby forest, levelled the ground and covered it with metallic plastic. Inside the main cavern, robots began assembling the spine of a huge ship – a starship! The professor discovered two significant facts. First, the construction process would soon transition out of the caves and continue on the planet's surface. Second, construction was going to take a long time.

The "long time" turned out to be nearly a decade. Then, without warning, the robots stopped work and shut down completely. The cave was exactly the way the research team had first found it – silent and motionless. Farnsworth frantically asked the control computer for an explanation, and got it. There were not enough raw materials left to finish the vessel, nor were there suitable substitutes on the planet.

LIGHT AT THE END OF THE TUNNEL

Tests by Burton and her team proved the ship was complete enough to blast off from the surface. But it would have to cruise slowly through HyperSpace, lightly armed, with only enough room for a skeleton crew. Also, some kind of automated control system was needed. Burton decided that the answer was to configure the central control computer to run the ship. Despite protests from Farnsworth, the Captain ordered the Precursor's computer installed in the vessel.

Pressed to begin programming, Farnsworth admitted he had never understood the complicated system. For years he had secretly used the natural computer talents of a young man who had been born on Unzervalt. Each night, after Farnsworth left, the young boy had crept in to tinker with the computer. Within a few months, the child and the computer had established a rapport. Farnsworth won the child's confidence, then talked the young genius into activating the entire complex.

Burton proposed a plan. She would command the starship, and the young man would serve as pilot, acting as the interface with the starship's Precursor computer. With trepidation, YOU accepted.

THE RETURN TO EARTH

Three days out, you found the Tobermoon, derelict and tumbling through space. Deep burns along her hull were mute evidence she'd seen combat, and lost. Strangely, there were no bodies on board. And most of the ship's systems were intact.

The engineers brought the Tobermoon to life. With Captain Burton the only one qualified to pilot the Earth Cruiser, you were put in command of the starship. You and Burton pushed your ships into HyperSpace. Blazing white flashes surrounded your vessels as you focused on Burton's voice radioing a command: "Set course for Earth."

A day later, a sinister shadow began following you. It moved fast. Soon it approached close enough to interact with your HyperDrive field, pulling you both back into TrueSpace. The alien craft built up speed as it zeroed in. Burton saw the attack coming and signalled you to warp out. You watched on your command console monitor as the Tobermoon flashed away on a vector to intercept the alien. As you pushed into HyperSpace, you saw a crackling bolt of energy lance out and strike the Tobermoon. Burton's craft veered off on an erratic course. The alien made a 180 degree turn and rocketed at warp speed toward deep space.

You radioed the Tobermoon, and learned that Captain Burton had been killed in the attack. You felt sick to your stomach. Then you wanted to punch the bulkhead. Life stunk!

Captain Burton's death left you in full command of the mission to Earth. As you navigated the Precursor starship back to your original course, a terrible doubt overtook you. Could you pull this off? Were you good enough for the awesome task that lay ahead?

Five days after the alien attack, you arrived at a stellar vortex leading out of HyperSpace. Your scanner showed the vortex spiralling down to a brilliant yellow star. You knew at once that this was the great star your Earthling progenitors called Sol!

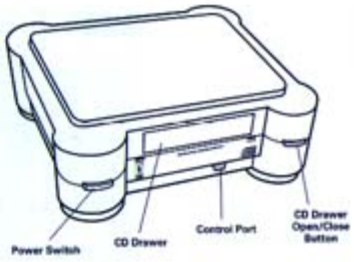
You warped down out of HyperSpace and took a navigational fix. You were just beyond the orbit of the ninth planet of the yellow star. Earth was the third planet out from the Sun. With all thrusters on, you could reach the blue planet in two days.

A horrible thought crossed your mind. Had the Ur-Quan broken through the Alliance defense lines and attacked your ancestral home? Was there devastation? Had the cities been obliterated by nuclear weapons, and the irradiated survivors left roaming the ashes like primal apes?

You'll know in 48 hours.

SETTING UP

1. Set up your 3DO System, following the steps in its owner's manual.
2. Plug the controller into the Control Port.
3. Press the **Power Switch** to turn the system ON.
4. Press the **Open/Close** button to open the CD Drawer. Place the **STAR CONTROL II** CD into the drawer, label side up. Press the **Open/Close** button again to close the drawer.



CHOOSING OPTIONS

The Options screen offers game choices. Use the controller to make a selection:

Highlight an option ..... **Directional Pad**
Select the highlighted option ..... **A Button**

NEW GAME

Begin the **STAR CONTROL II** saga from the Introduction. The universe awaits!

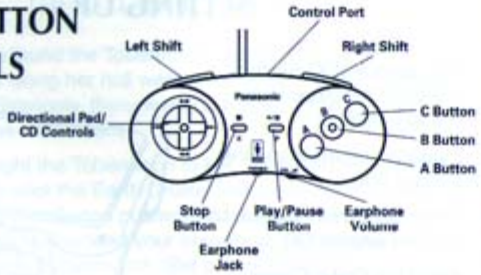
LOAD GAME

Resume the saga from an episode you previously saved. Use the **Directional Pad** to choose a game number, and then press the **A Button** to begin.

SUPER MELEE

Challenge the alien races to head-to-head combat in deep space. Practice your battle skills before playing the game, or give a friend a pounding in 2 Player action.

GENERAL BUTTON CONTROLS



NAVIGATION

Apply forward thrust	**Directional Pad up or A Button**
Rotate	**Directional Pad right/left**
Access icon menu	**B Button**

MENU

Scroll through icons or options	**Directional Pad**
Select a highlighted icon or option	**A Button**
Advance to a sub-menu	**A Button**
Return to a previous menu	**B Button**
Pause/resume game	**Play/Pause (P) Button**
Exit the game	**Stop (X) Button, then B Button to confirm**

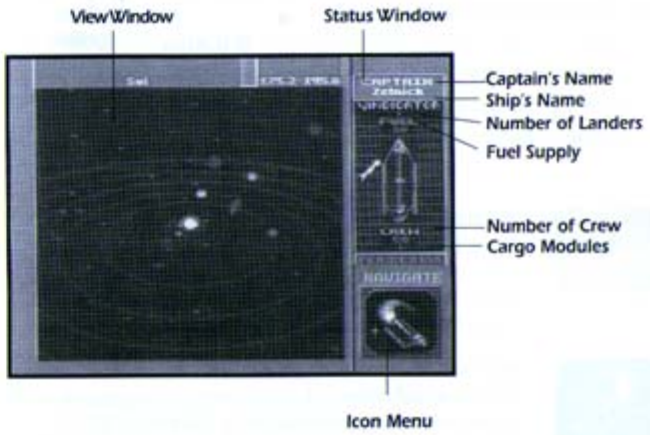
COMBAT

Apply forward thrust	**Directional Pad up or A Button**
Rotate	**Directional Pad right/left**
Fire standard weapon	**Right Shift or B Button**
Emergency warp-out (Adventure Game only; not available in Super Melee)	**Right Shift + B Button together**
Fire special weapon	**Left Shift or C Button**

CONVERSATION

Highlight a reply	**Directional Pad up/down**
Select the highlighted reply	**A Button**
Fast forward through the audio	**Directional Pad right**
Rewind	**Directional Pad left**
Skip to the end of the audio	**B Button**

GAME SCREEN



VIEW WINDOW

All the game action takes place in this area. In Navigation mode, the top of the window displays the name of the star system or planet, and your starship's Star Map coordinates. Other important data appear here as you conduct surface exploration, encounter aliens, and generally roam the universe.

STATUS WINDOW

Your starship's status is monitored here in Navigation mode. It shows various important ship's data, and icons of the combat vessels you're carrying. A readout below the window displays the star date. The data in the status window change as you use different options from the icon menu below it.

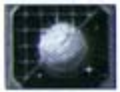
ICON MENU

Operate the starship, check supplies and change game settings using icon options from this menu:

Select the icon menu ..... **B Button**
Scroll through the menu options ..... **Directional Pad**
Select an icon to access its sub-menu ... **A Button**
Return to the a previous menu ..... **B Button**

GAMES
Save and load games; toggle the music and sound ON/OFF; select a human or cyborg for combat situations; and edit the names of the captain and starship. See page 11.

NAVIGATE
Take manual control of your starship to maneuver within a star system or in HyperSpace. See page 12.



SCAN
Examine planets and moons from your starship and deploy a Lander for surface exploration. The Scan icon is available only after you enter orbit. See page 13.

STAR MAP
Plot your course on a map of the universe and enter HyperSpace travel. See page 17

DEVICES
Review and use the onboard devices you've acquired by purchase, by conquest or as gifts. See page 19.

CARGO
Check your onboard mineral load, data on life-forms and the free space in your cargo bays. See page 19.

ROSTER
Move crew between your starship and combat vessels. See page 19.

USING THE GAME ICON MENU

Select the Game icon for a menu of sub-icons that let you change the game settings. With the Game icon selected:

Scroll to a sub-icon ..... **Directional Pad**
Access the sub-menu ..... **A Button**
Exit the sub-menu ..... **Scroll to the Exit icon, then press the A Button**

SAVING & LOADING GAMES

You can save up to 10 games, and resume previously saved games with all settings intact. Go to the Save Game or Load Game sub-menu, then:

On the view window, move the highlight box to the correct number ..... **Directional Pad right/left**
Save or load the game ..... **A Button**
Exit the view window sub-menu ..... **B Button**

CHANGING NAMES

To christen your character or your ship, select the Settings sub-icon, followed by the Name sub-menu, then:

Scroll to the character or the ship ..... **Directional Pad**
Access the naming sub-menu ..... **A Button**
Scroll through the letters ..... **Directional Pad up/down**
Go to the next or previous letter ..... **Directional Pad right/left**
Lock in the name ..... **A Button**
Cancel the name ..... **B Button**
Toggle upper/lower case ..... **Right Shift**

CHOOSING A COMBATANT

To determine how battles will be fought, select the Settings sub-icon, followed by the Combat sub-menu, then:

Cycle through the choices ..... **A Button**

Your choices are:

Human: You'll control your ship in battle.

Cyborg 1, 2 or 3: The computer will fight your battles with varying speeds of resolution. Cyborg 1 is normal speed; Cyborg 2 is double speed; Cyborg 3 is nearly instant but shows no graphics.

ADJUSTING MUSIC & SOUND

Go to the Music or Sound sub-menu, then:

Toggle the music or sound ON/OFF ..... **A Button**

NAVIGATION

The core of **STAR CONTROL II** is space flight. Whether you are traveling from planet to planet or star to star, engaging in combat, or exploring terrain with the Lander, the controls are the same:

Forward thrust ..... **Directional Pad up or A Button**
Rotate ship; steer Lander .... **Directional Pad right/left**

EFFECTS OF INERTIA & GRAVITY

Ships navigating in **STAR CONTROL II** are influenced by two physical forces: inertia and gravity.

INERTIA

Inertia is the tendency of an object in motion to remain in motion. All moving objects have inertia, and the faster they go, the more inertia they possess. An object in motion, such as a starship, will keep moving at the same speed until something stops it.

The only way for a starship to stop itself is to turn in the opposite direction and thrust until it overcomes its own inertia and stops.

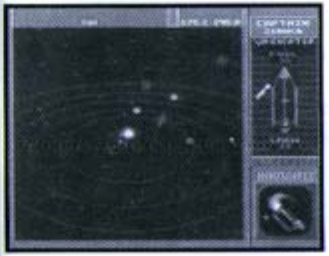
GRAVITY

Gravity is the natural attractive force that exists between all objects. In **STAR CONTROL II**, your ship will be affected by gravity **only** during space combat. Then, as you approach a planet, its gravity will begin to affect the course of your vessel, bending your path toward the center of the planet.

THE LEYLAND GRAVITY WHIP

Inertial ships can use planets' gravity fields to achieve higher than normal velocities. This maneuver is called the "Leyland Gravity Whip." To use this trick, move close to a planet and past it, thrusting continuously without rotating your vessel. Then, as you speed away from the world, stop thrusting and coast at high velocity. **Use caution when performing this maneuver to avoid striking planets, which can damage or destroy your vessel.**

INTERPLANETARY TRAVEL



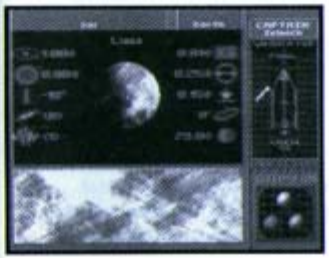
Interplanetary navigation is travel between planets in a single star system. As you navigate toward the center of the system, the view expands. When you approach a planet, the view expands again to a close-up of the world, displaying any moons orbiting the main planet.

Once you're in a star system, you can visit its worlds.

ENTERING ORBIT

To enter orbit, maneuver your ship toward the target planet. At first, you may overshoot the planet, or find yourself circling instead of nearing your destination. Visually project where your ship is going at its current heading, and adjust its position to stay on course. Go easy by steering left and right, and apply thrust gradually. When the ship's nose crosses the center of a planet or moon, you will enter orbit around the sphere.

Your starship is not designed for landfalls, but you can take a closer look at a heavenly body while in orbit, and then deploy a Lander for a thorough investigation of the surface.



SCANNING A PLANET

Once your starship is in orbit, your control automatically shifts to the Scan icon. Now you can evaluate the world from orbit by viewing a general scan and performing three specific scans. Your controls are:

Access the Scan sub-menu ..... **A Button**
Scroll through menu options ..... **Directional Pad**
Scan the surface ..... **A Button**
(with a scan option selected)

GENERAL SCAN

The view window displays planet data, including:

- **Planet Type:** A general description.
- **Orbital Radius:** Distance from its primary star in AUs (the distance from Sol to Earth is 1 AU).
- **Atmospheric Pressure:** Measured in Earth-standard units.
- **Temperature:** Average surface temperature, in degrees centigrade.
- **Weather:** There are 8 classes of weather, with 1 being the mildest.
- **Tectonics:** The frequency of seismic shocks; 1 is least dangerous.
- **Mass:** Measured in Earth-standard units; 1.0 is the mass of Earth.
- **Radius:** Measured in Earth units.
- **Gravity:** Gravity determines the cost in fuel to land on the planet.
- **Axial Tilt:** The greater the tilt, the greater the seasonal differences.
- **Length of Day:** One revolution of the planet about its axis.

PLANET TYPES

Gas Giants

These planets are huge balls of gas composed of light elements such as hydrogen. Since gas giants have no surface, ships cannot land on them. Your starship cannot harvest useful minerals from such planets. To date, no complex life-form has been found in/on any gas giant.

Water Worlds

Like Earth, most water worlds are large rocky planets with nickel-iron cores, fluid mantles, and a thin shell of H_2O covering some or all of the surface. Depending on the distance from the primary (the star about which the planet orbits), the planet's surface can be ice, liquid or vapor. Life is common on water worlds with an average surface temperature of 0-100° centigrade.

Dust Worlds

The surfaces of these planets are composed of silicates and metal oxides, with little or no usable mineral deposits. The thin atmosphere found on dust worlds will occasionally support a minimal eco-system.

Hydrocarbon Worlds

Hydrocarbon worlds are covered with a layer of richly varied, inorganic hydrocarbons such as ethanol. Deposits of useful minerals have been found, but these planets are most notable for their ability to support life.

Selenic Worlds

Selenic worlds such as Luna, Earth's moon, are small and composed of light minerals and metals. Such planets rarely possess an atmosphere.

Primordial Worlds

Large and rocky, these planets have the typical metal core and silicate sheath found in so many worlds of this size. The primordial world gets its name from the surface conditions occurring when the primary supplies enough energy to volatilize the planet's dense layer of CO_2, producing a super-thick, incredibly hot atmosphere.

Metallic Worlds

Often found in the first or second orbital position, metallic worlds have been subjected to such incredible heat that the lighter materials have burned off, leaving a small, dense ball of heavy metals and minerals. Although such worlds are exceptionally valuable finds, beware their occasionally intense gravity fields.

Reduction Worlds

The reduction world is similar to the water world, except that the predominant surface gas is methane and ammonia.

Radioactive Worlds

These rare planets have a higher than normal surface concentration of valuable radioactive elements, indicating either atypical gas composition or unusual mantle convection processes.

Other Planet Types

There is no doubt that many other less common types of planets await to be found in the galaxy, each with its own unique characteristics. It is up to you to locate these unknown worlds and determine their nature.

SPECIFIC SCANS

BIOLOGICAL SCAN

When conditions are right, certain planets develop life. The majority of life-forms are simple organisms. Larger, more sophisticated life-forms tend to be more interesting. All living creatures change the environment around them, absorbing light and/or food, and excreting certain substances. Your starship's biological scan uses these environmental changes to pinpoint large creatures.

MINERAL SCAN

This scan displays the location, size and type of each mineral deposit on the surface. The dot's size shows the size of the deposit, and its color indicates the mineral type:

Mineral	Color	Value
Common	Cyan	1
Corrosive	Red	2
Base Metals	Gray	3
Noble Gases	Blue	4
Rare Earths	Green	5
Precious Metals	Yellow	6
Radioactives	Orange	8
Exotics	Purple	25

ENERGY SCAN

The energy scan locates power being generated on a planet's surface, providing the generator is not shielded or otherwise concealed. The primary use of this scan is to find alien ships or installations.

AUTOSCAN

This scan accomplishes all three specific scans in one operation.

DISPATCHING A LANDER

Your starship can carry up to 10 Landers. You can dispatch one of them to a planet's surface to retrieve valuables. Scroll through the Scan submenu to the Lander option. The Lander's displayed status includes crew (up to 12), present cargo, data stores, protective devices, and fuel needed to make the trip. The controls are:

Dispatch Lander ..... **A Button**

Apply forward thrust ..... **Directional Pad up or A Button**

Steer ..... **Directional Pad right//left**

Fire weapons ..... **B Button or Right Shift**

Recall Lander to starship ..... **C Button or Left Shift**

SURFACE EXPLORATION

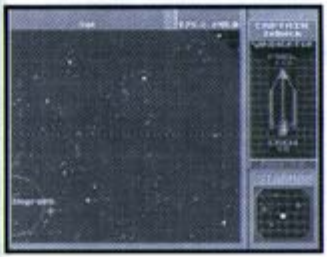
Once on the planet's surface, steer the Lander over mineral deposits to pick them up. To collect life-form data, aim your Lander at the entity and fire a stun blast. The creature will transform into a specimen canister that can be retrieved. (**Note:** Some creatures require multiple blasts to be stunned.) In general, the more dangerous a life-form is, the more valuable its data will be. Once you have the data, it's up to you to figure out where and with whom you will exchange it, and at what price.

The Lander's Cargo Status bar shows minerals brought aboard, and room left in the Lander. When the Lander is full, you cannot load more minerals until you return to the starship and off-load the material. Later, aboard the starship, you can check the cargo manifest (page 19) to see the items you've collected.

PLANETARY HAZARDS

Keep an eye on the Lander's status window. If disaster strikes and the entire crew is eliminated, the Lander and all the materials you've collected will be lost. Planetary hazards that can destroy a Lander include earthquakes, lightning, hotspots and belligerent native life-forms.

If all your Landers are destroyed, you must acquire more at the Earth Starbase before you can continue your surface exploration. Exit the Scan menu to return to interplanetary travel, or scroll to the Star Map.



STAR MAP

The Star Map displays a chart of the universe. When you move the flashing plotter over a star, you'll see its name and the fuel necessary to reach it. The colored oval at your position shows your range with your present fuel supply. Your controls are:

Move the plotter to a target star ..... **Directional Pad**

Draw a vector ..... **A Button**

Zoom in ..... **Right Shift**

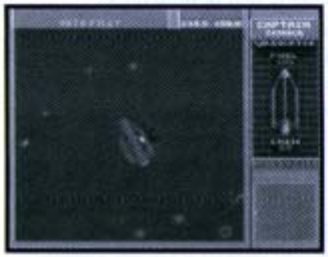
Zoom out ..... **Left Shift**

After drawing a vector, enable autopilot and begin travel ..... **B Button**

Disable autopilot for manual control ..... **Any button**

ALIEN SPHERES OF INFLUENCE

When you acquire information about an alien race, the Star Map shows its sphere of influence as a colored circle labeled with the aliens' name. The sphere's size indicates the strength of the aliens' star fleet. Although spheres of influence are usually centered around aliens' homeworlds, you should check the Star Map regularly for updates.



HYPERSPACE

HyperSpace is an alternate dimension that shares time-space with our own universe. Physical laws in HyperSpace are similar to our own, allowing starships and their occupants to survive there, while certain differences involving the speed of light permit fantastically accelerated transit between stars.

"PUSHING UP" INTO HYPERSPACE

To enter HyperSpace, fly toward the outer limit of a star system. When you reach it, your ship will automatically engage its pushers, lifting you out of TrueSpace and into the adjacent dimension of HyperSpace. You can also reach HyperSpace by engaging autopilot from the Star Map.

While in HyperSpace, monitor your surroundings via the small tactical display in the lower right corner of the screen. Stars are bright dots and alien vessels are dark dots. Things look strange in HyperSpace. The subtle differences in physics cause a red-shift in the visible spectrum. The sudden explosions of bright light and coruscating energy bursts are harmless. It is theorized that these are objects moving quickly through HyperSpace into adjacent dimensions.

FUEL USE

In HyperSpace, gravity and inertia do not function. Once you cease thrusting, your ship gradually comes to a halt. To travel, you have to thrust constantly, and this uses huge amounts of fuel. **Do not run out of fuel in an alien universe.**

RETURNING TO TRUESPACE

To enter a star system, move your ship onto the center of a stellar vortex. You will automatically transit out of HyperSpace and into the star system.

USING DEVICES

Access the Devices icon to use the ship's on board devices you have found, bought or otherwise obtained. You'll see a list of the devices in the status window. Your controls are:

Highlight a device ..... **Directional Pad**

Activate a highlighted device ..... **A Button**

(Some devices will only work at certain locations)

CHECKING THE CARGO MANIFEST

The amount of minerals and other cargo you can carry depends on how many cargo bays your ship has. When you access the Cargo icon, you'll see the types and units of minerals you presently carry, and the remaining free cargo space. The display also shows the data you've gathered on life-forms. To discard minerals:

Highlight a mineral type ..... **Directional Pad**

Discard the highlighted mineral, one unit at a time ..... **A Button**

CHECKING THE SHIP'S ROSTER

Use the Roster icon to move crew between your starship and combat vessels. As you highlight different combat vessels, the status window displays the number of crew aboard each one:

Highlight a combat vessel ..... **Directional Pad**

Select the highlighted combat vessel ..... **A Button**

Transfer crew onto the combat vessel from the starship ..... **Directional Pad up**

Transfer crew off the combat vessel back to the starship ..... **Directional Pad down**

EARTH STARBASE

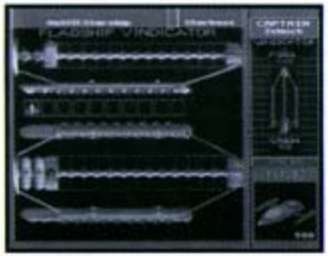
The huge starbase orbiting Earth provides you with starship enhancements, combat vessels and additional crew. It is your base of operations. To dock at the starbase, go to the Sol star system and approach Earth. Navigate your starship to touch the center of the starbase, in orbit between Earth and Luna, the moon. Once you arrive, you'll see a menu with options for visiting the Commander, outfitting the starship, loading cargo in the shipyard, and leaving the Starbase.

STARBASE COMMANDER

Select the Starbase Commander option to talk with the Starbase CO. He is a fountain of information on the Ur-Quan, Earth's present situation and other important matters vital to your success. The Commander will greet you. To continue the conversation:

Highlight a reply	**Directional Pad up/down**
Select the highlighted reply	**A Button**
Fast forward through the audio	**Directional Pad right**
Rewind the audio	**Directional Pad left**
Skip to the end of the audio	**B Button**

You must supply the starbase with minerals harvested from other worlds in order to enhance your starship, add combat vessels, or commission crew. To do that, select the option, "Commander, I have material to off-load." The Commander will receive the minerals and tally up their value.



OUTFITTING YOUR SHIP

Choose the Outfit Starship option to see a schematic display of your starship.

Use this display to check out your vessel, fuel up and enhance your cargo modules.

FUELING UP

Your starship uses fuel to travel through HyperSpace and to dispatch and operate Landers. Your ship always carries a 10-unit reserve fuel tank, and is initially equipped with one fuel tank module. You can increase your ship's fuel capacity by adding fuel tank modules.

Fuel costs 20 RUs per unit. You can purchase fuel for 20 RUs per unit, or off-load it and recoup its value. Use these controls:

Highlight Fuel icon	**Directional Pad**
Select the highlighted icon	**A Button**
Purchase and take on fuel	**Directional Pad up or left**
Off-load fuel	**Directional Pad down or right**

ADDING & REMOVING MODULES

The starship's superframe provides a solid structure from which you can suspend self-contained modules. You can add and remove modules at will (and RUs) to modify your starship into a space-ark, a mineral-processing platform, a war machine, and so on. Use these controls:

Highlight Module icon	**Directional Pad**
Select the highlighted icon	**A Button**
Highlight a ship's compartment	**Directional Pad**
Add or remove a module	**A Button**
Scroll through the available modules	**Directional Pad right/left**
Place the displayed module in the highlighted compartment	**A Button**
Toggle control back to the view window	**B Button**

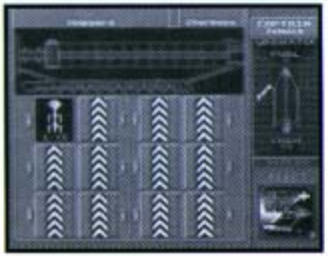
Note: To remove fuel tanks, cargo bays or crew pods, you must off-load their contents (if any) first.

Module Types

- **Anti-Matter Thrusters:** The more thrusters you have, the faster your starship can travel. Maximum: 11.
- **Turning Jets:** Increasing the number of turning jets makes your ship turn faster. Maximum: 8.
- **Landers:** Use these to explore planet surfaces and gather data and resources. You will generally need more than one. Maximum: 10.
- **Fuel Tanks:** Contain the fuel you need for HyperSpace travel, exploring planetary surfaces and combat. Maximum: 16.
- **Crew Pods:** House the men needed for combat. Each pod can hold up to 50 personnel. Maximum: 16.
- **Storage Bays:** These modules store the minerals and life-form canisters you harvest during planetary searches. Maximum: 16.
- **Dynamos:** Supply raw energy to your weapons systems by augmenting your combat batteries.
- **Ion-Gun Racks:** These modules concentrate the energy of your batteries and dynamos into a focused destructive projectile. Where you place them on your ship determines their firing direction. Maximum weapons: 4. Maximum racks: 3 per weapon.

WEAPON POSITION	FIRING EFFECT
First (far right) Slot	Fires Forward
Second Slot	Fires a Spread
Third Slot	Fires to Both Sides
Last (far left) Slot	Fires Backward

- **Other Modules:** You can acquire other types of modules as your mission progresses. It's up to you to discover their functions.



THE SHIPYARD

Choose the Shipyard option from the Starbase menu to build combat vessels and transfer crew members on and off the ship. You will see a schematic showing the fuel, cargo and crew presently aboard ship. Below the schematic are the 12 hangars where you can build your combat fleet.

ADDING & REMOVING CREW

Crew appear as green dots in the status window. Your ship can hold up to 50 members per crew pod. To add or remove crew from your ship's total number, use these controls:

Highlight the starship or a crew pod	**Directional Pad**
Select the highlighted vessel	**Button A**
Staff up with additional crew, one at a time	**Directional Pad up**
Transfer crew off the ship	**Directional Pad down**

BUILDING & STAFFING COMBAT VESSELS

You can build and staff up to 12 escort vessels that can engage in combat in addition to your starship. Newly commissioned ships have one person, the captain, aboard. As soon as you build the vessel, you should add as many crew as your resources allow. The numbers below the vessel show how many crew members it currently holds, and the maximum number it can hold. For example, 5/50 means that 5 crew members of a possible 50 are in the vessel. Use these controls:

Highlight a hangar	**Directional Pad**
Open the highlighted hangar	**A Button**
Scroll through the list of available ship types and their costs	**Directional Pad**
Build the selected combat vessel	**A Button**
Staff up with additional crew, one at a time	**Directional Pad up**
Transfer crew off the vessel	**Directional Pad down**

To decommission a vessel, decrease its crew to zero. You will recoup the vessel's value, and the value of any crew you transfer out.

Note: The types of ships you can build will be limited at first. Making alliances with other races will expand your fleet capabilities. You can only receive "gift" ships if you have room in your fleet, so keep one or two hangars open. Gift ships can be sold for resource units, but once sold, they're gone. You cannot rebuild them.

LEAVING THE STARBASE

Choose the Depart Starbase option from the Starbase menu to return to interplanetary travel.

ENCOUNTERING ALIEN RACES

You can encounter alien ships anywhere in your voyages. Within a star system, you won't be able to identify the exact configuration of a task force until you make contact. In HyperSpace, alien ships appear as small blips on your HyperRadar. In interplanetary space, alien ships appear as small icons. All known star-faring races use HyperSpace as their transit corridor between stars. Occasionally, ships meet, and then both of them drop down into the interstellar void.

Some encounters you can avoid, others are inescapable. In some situations, you may have to chase down the aliens and bring your ship into contact with them to initiate an encounter.

ALIEN SEGUE SCREEN

If you haven't yet established friendly relations with an alien race, whenever you encounter their ships you'll hear the "red alert" klaxon and immediately view the Segue screen. You can now clearly see the alien task force, and the closest planetary body. You'll have the choice of talking with the aliens or attacking them. You can also use the Game sub-icons (see page 11) so that you can save the game if you want.

> **Note:** If alien ships fill the screen, you are facing an enemy task force of **unlimited** size which you **cannot** defeat. If the task force is between you and something you want, figure out how to appease the aliens, or devise a clever plan to trick them into leaving.

CONVERSING

Once you've made an alien encounter, you can decide to hold a conversation. You'll see a list of possible replies to use when it is your turn to speak. Depending on your choice, you may befriend or enrage the alien!

Highlight the Converse sub-icon	**Directional Pad**
Select the icon	**A Button**
Highlight a reply	**Directional Pad up/down**
Select the highlighted reply	**A Button**
Fast forward through the audio	**Directional Pad right**
Rewind the audio	**Directional Pad left**
Skip to the end of the audio	**B Button**

COMBAT!

SELECTING A FIGHTER

If you chose the Combat sub-icon on the Alien Segue screen, or if battle is inescapable, the screen clears. If your starship is flying without escort vessels, it immediately warps into the combat zone. Otherwise, a screen appears where you can choose which of your own ships will fight first. As you scroll through the selections, you'll see the name of each ship's captain and the number of crew he commands. Use these controls:

Highlight the starship or a combat vessel	**Directional Pad**
Select the highlighted ship and enter combat	**A Button**

THE BATTLE

Space combat always takes place near a planet or other large object. The region wraps around on itself, so that when you leave one side of the combat zone, you appear on the other side. The screen always centers on the midpoint between your ship and the enemy vessel, so when one ship "wraps around," the view suddenly shifts. Though at first this may be disorienting, you'll soon grow accustomed to the transitions. Use these controls to fight:

Apply forward thrust	**Directional Pad up or A Button**
Rotate	**Directional Pad right/left**
Fire standard weapon	**Right Shift or B Button**
Emergency warp-out	**Right Shift + B Button together**
Fire special weapon (Starship combat only)	**Left Shift or C Button**

THE BASICS OF BLASTING

Getting your ship in the right position is crucial to firing. When confronting an opponent, keep in mind:

- The type and range of the weapon you're firing.
- The defensive capabilities of your opponent, both in defensive powers and evasive potential.
- The position of other objects, such as planets and asteroids, which may affect either craft, or the course of the fired weapon.

Take a tip from the enemy. The computer opponent achieves its remarkable accuracy by firing not at your ship, but at where your ship is going to be. The best way to learn how to shoot and maneuver is to practice in Super Melee, either against the computer or, preferably, with a friend.

SHIP STATUS DISPLAYS

The right side of the screen shows two Ship Status displays, one for your own vessel, and one for the enemy's ship. The displays show the shipbuilders and the ship's captains, plus data crucial to your success.

Crew

The bar to the left side of a ship's icon shows the maximum and current crew levels. Each time a ship is damaged, green dots (crew) disappear from the bar. When all the crew are gone, the ship is destroyed.

Batteries

To the right of a ship's icon is the battery charge bar, showing the current and maximum energy levels in the ship's batteries. Firing weapons or using a special power consumes energy (how much depends on the type of ship). Batteries recharge gradually; the speed of energy regeneration varies, and is a significant factor in a ship's unique combat strategies.

Ships with constant, fast energy renewal, like the Yehat Terminator can close on their opponents and continuously blast away. Vessels with slower energy regeneration, such as the Mycon Podship, must approach an enemy and attack, then retreat to accumulate a fresh energy supply.

COLLISIONS WITH ASTEROIDS AND PLANETS

Asteroids are large rocks tumbling through a solar system. Colliding with asteroids causes no damage to your ship, just a sudden change in course. Impacting a planet is a different matter. Your ship will be damaged severely, and may even be destroyed. **Avoid hitting planets.**

VICTORY & DEFEAT

When you eliminate the last crew member from an enemy vessel, it is destroyed. If there are other ships in the enemy's task force, a new ship will warp in. Each ship's entry position is random, so be prepared for immediate unpleasantries.

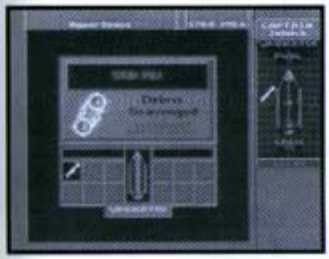
If one of your combat vessels is destroyed, you can choose another ship to re-enter the fray. **When your flagship is destroyed, the adventure is over.**

RUNNING AWAY

You can use the emergency warp-out controls to flee from any ship. Your ship comes to a halt and begins a retreat maneuver. During this maneuver, you cannot control the ship, and it is vulnerable to attack. The glow around your ship will pulse rapidly until your vessel generates enough force to speed out of the combat zone.

After fleeing, you are prompted to select a new ship to fight with. The ship that fled will not be available for the rest of the battle, but will return when the fight is over. When you run away while using the flagship, you leave the battle altogether.

Note: Emergency warp-out technology is not functional on your ships at the start of the game, but becomes available soon after.



"SPOILS OF WAR"

When you defeat all the enemy vessels in an attacking task force, you will scavenge and analyze the enemy wreckage. A scavenging report shows you how many "spoils of war" you've recovered.

SUPER MELEE!

Super Melee is pure **STAR CONTROL II** combat. In this bonus game, you can fight against the computer opponent, or even better, battle another human player. Super Melee battles are fought between two rival teams, of up to 12 ships each, using any combination of 25 alien vessels.

Super Melee is the necessary training ground where you will learn to survive in combat. Begin by fighting weak opponents to learn the ropes of tactical combat. As your skills improve, take on more cunning foes and explore the unique stratagems for each ship-to-ship combination.

To start up Super Melee, choose it from the Options screen at the beginning of the game.

MAIN SCREEN

The Super Melee Main Screen includes three regions:

- **Team Display**, showing the ships in each team and the team name.
- **Game Settings,** showing how you've configured the game.
- **Main Menu,** listing options.

Super Melee remembers the most recently used teams and settings, and automatically loads these for you when you start the game.

CREATING A TEAM

Scroll through the slots, ships or options	**Directional Pad**
Select a highlighted item	**A Button**
Cancel a selection or return to a previous menu	**B Button**

1. Select the slot where you want to add a ship (**Directional Pad**, then the **A Button**). If you select a slot that already contains a ship, that ship will be replaced with your new choice.

2. Scroll through the ship selections (**Directional Pad**). For each ship you'll see a name and value. Values are useful for creating different teams with the same overall strength.
3. View the ship information video (**C Button**).
4. Select the displayed ship (**A Button**).
5. Continue placing ships until your team is complete.

CHANGING TEAM NAMES

Highlight a team name	**Directional Pad**
Select the highlighted name	**A Button**
Scroll through the letters	**Directional Pad up/down**
Go to the next or previous letter	**Directional Pad right/left**
Lock in the name	**A Button**
Cancel the name	**B Button**

SETTING TEAM CONTROL

You can play Super Melee against a human opponent (the most fun) or a computer foe. If you set both teams for computer control, they will fight an automatic series of battles during which you can study their techniques. To set team control, use these button controls:

Highlight a Control box	**Directional Pad**
Select the highlighted box	**A Button**
Scroll through the options	**Directional Pad up/down**
Select the highlighted option	**A Button**
Cancel the selection	**B Button**

SAVING TEAMS

You can save your current team configuration with these controls:

Highlight a Save box	**Directional Pad**
Select the highlighted box	**A Button**

LOADING SAVED TEAMS

You can load a team you've created and saved with these controls:

Highlight a Load box	**Directional Pad**
Select the highlighted box	**A Button**
Highlight the team you want to play	**Directional Pad**
Select the highlighted team	**A Button**

INITIATING A BATTLE

Once you initiate the action, each player will choose a ship to fight with. Select "?" if you want your next ship to be chosen randomly. A computer opponent will automatically choose its own ship. Use these controls:

Highlight the Action box	**Directional Pad**
Select the highlighted box	**A Button**
Highlight the ship you want to use	**Directional Pad**
Select the highlighted ship	**A Button**

FIGHTING

Apply forward thrust	**Directional Pad up or A Button**
Rotate	**Directional Pad right/left**
Fire standard weapon	**Right Shift or B Button**
Fire special weapon	**Left Shift or C Button**

WINNING

When all of one player's ships are destroyed, the Melee is over. The victory screen shows the winner's remaining ship points, indicating the margin of victory

REMAINING POINTS	QUALITY OF VICTORY
5%	By the skin of your teeth.
10%	A good, close game.
25%	A serious thumpin'.
50%	Totally Cree-mated!
75% and up	Who are you playing with – a moon rock?

ALLIANCE OF FREE STARS

The Chenjesu were the first race to become aware of the Ur-Quan threat. In 2098 their ultra-sensitive HyperWave receivers began recording strange broadcasts from the Cygnus star cluster. The Chenjesu listened as the Ur-Quan brutally conquered their first race, the Umgah. By 2111 the Spathi had been subjugated and the Ilwrath were near defeat. The Chenjesu realized that they needed help fighting the Ur-Quan and their ever-growing Hierarchy of Battle Thralls.

The Chenjesu's long-standing mutual defense agreement with the Mmrnmhrm was the basis for the Alliance of Free Stars. Soon the Yehat and the Shofixti joined the Alliance. After Humanity's induction in 2115, the Arilоulaleelay and the Syreen followed suit, bringing the Alliance to its final configuration of seven alien races.

CHENJESU

This Chenjesu are the only known form of silicon-based life to have achieved intelligence naturally. They are the oldest, most technologically advanced species in the Alliance. The Chenjesu are entirely non-aggressive, preferring calm philosophical discourse to all other activities.

MMRNMHRM

These non-hostile mechanical beings were assembled for some kind of mission by a distant alien race. Within a century after the first Mmrnmhrm was built, they had established peaceful relations with the Chenjesu and colonized the stars in the Virginis constellation.

YEHAT

To succeed against larger, faster competitors, the Yehat evolved a complex, programmable neural control system – a thinking brain – that lets them adapt to new situations with lightning speed. Given their intensely martial society and advanced weapons technology, the Yehat became the backbone of the Alliance Starfleet.

SHOFIXTI

The Shofixti exhibit furious aggressive behavior, contained within a strong ethical framework. The Yehat had such admiration for these feisty warriors that they vowed that no peace-loving race would be allowed to dilute the Shofixti's noble warlike tendencies. During the war, the Shofixti starships acted as advanced scouts, establishing mines, colonies and fortifications throughout the stars.

ARILOULALEELAY

The Ariloulaleelay may have visited Earth in the past, especially in the period between 1950 and the year 2000, during which they are suspected of having been responsible for flying saucer sightings, alien abductions and similar prankish behavior. The Arilou maintain great secrecy about themselves. Their existence was not certain until the year 2116 when they appeared without warning on Earth's moon and asked to be inducted into the Alliance.

SYREEN

The Syreen evolved in the Copernicus system. In 2035, a cataclysm of tectonic upheavals irrevocably poisoned their atmosphere. The disaster killed off almost all the population – only those in the Syreen Space Patrol were untouched. The Space Patrol collected the few survivors and became wandering space-gypsies. They became members of the Alliance in 2120, after suffering repeated Ur-Quan attacks on their fleets of slow-moving Habitats. Syreen scientists have developed a psionic amplifier that compels even the most hostile alien to serve his Syreen ship captain with perfect faithfulness.

UR-QUAN HIERARCHY

The Ur-Quan are an old race who have travelled the galaxy for thousands of years with a single motive: To find intelligent life and enslave it. Most starship commanders who have faced the Ur-Quan consider them to be evil, hostile creatures who should be destroyed at all cost.

The organization of the Ur-Quan Hierarchy is simple and immutable: All alien races are inferior to the Ur-Quan. Battle Thralls, other races who fight for the Ur-Quan, are permitted to maintain a small amount of autonomy. All other independent species are simply known as prey.

UR-QUAN

An Ur-Quan's face is rich in sensory organs, and its expressions are horrific. Aboard ship, Ur-Quan cling to webbed ceilings with their back legs, dangling down over their controls and slave-crew. Ur-Quan are territorial and aggressive. When giving orders or interrogating enemies, the Ur-Quan use Talking Pets, large-brained, non-sentient, frog-like creatures that possess the ability to translate all languages.

MYCON

The Mycons are neither plant nor animal, more closely resembling an ambulatory fungus. They are most comfortable in a hellish environment of hot rock and poisonous vapors that would kill other species. All Mycons occasionally undergo dramatic personality transformation, as though they were "possessed" by a different Mycon personality.

SPATHI

The Spathi are abject cowards who have built a successful civilization around this basic characteristic. Spathi have large, humanoid eyes atop stiff thick stalks that protrude at odd angles. When alarmed, they ooze copious amounts of unpleasant fluid. It is non clear why the Spathi chose to fight with the Ur-Quan, since they didn't fight very hard against them, having surrendered after less than six hours of combat.

UMGAH

The Umgah consist of four main attributes; eyes, mouths, tentacles and a strong sense of humor. They prefer warm, moist subterranean dwellings, sheathing the interior of their ships with a thick, wet skin, and suffer from agoraphobia – the fear of open spaces. The most serious conflicts caused by the Umgah are the result of their incessant practical jokes.

VUX

The VUX are very sensitive about their looks, since they resemble a cross between a squid and a banana slug. In 2126, when the Earthling Cruiser Miwok made contact with the VUX, the Miwok's Captain Rand remarked: "That's the ugliest freak-face I've ever seen." Rand was unaware that his words were relayed to the VUX captain with perfect clarity. The subsequent ill-will between Earth and the VUX delayed the VUX's entry into the Alliance long enough for the Ur-Quan to enslave them.

ANDROSYNTH

These human clones established a colony in the Vulpecular constellation after fleeing Earth in 2085. The Androsynths were unaware of the Ur-Quan invasion until the aliens captured their home star system in a few short weeks of intense interplanetary combat. Earthlings fear that should the Alliance lose the War with the Ur-Quan, the Androsynth's hostility toward Humanity could result in great suffering for Earth.

ILWRATH

Before the arrival of the Ur-Quan, these violent insectoids were of no consequence to their neighbors because they possessed little in the way of advanced technology or raw resources. When the Ur-Quan conquered their species, the spiderish Ilwrath became dangerous indeed. Now, with modern weapons and drive systems, the Ilwrath revel in their opportunities to deceive and destroy other forms of life.

COMBAT VESSELS

ARILOULALEELAY SKIFF

Its speed and inertia-less drive make the Arilou Skiff the most maneuverable of all ships. Its special ability to teleport can help it escape from fatal situations. A decisive captain will use these features to move in quickly along the rear or flank of the enemy ship, unload from a full store of energy, and then fly or teleport quickly away to recharge. The Arilou ship can sustain only a minimal amount of damage.

CHENJESU BROODHOME

The main weapon of the Chenjesu, the photon crystal shard, is versatile for both offense and defense. If you hit an enemy with the whole crystal, it does a great deal of damage. If the crystal misses, release the fire button while it is still near the enemy ship and the shard will explode into flak that can damage the enemy. The Chenjesu can also launch self-directed DOGIs (De-energizing Offensive Guided Interceptor) which steal the energy from ships. The best strategy for a Chenjesu is to keep a good distance between itself and the enemy ship.

EARTHLING CRUISER

The Earthling Cruiser is designed primarily for hit-and-run long-range attacks. Stay away from the enemy ship, and fire your heat-seeking nukes constantly! Use a Gravity Whip off of the planet, if necessary to keep your distance, but be careful not to collide with the planet. The only reason ever to get close to an enemy vessel is to deliver an honorable *coup de grace*, to eliminate the opponent's last crew member.

MMRNMHRM XFORM

The Xform is two ships in one. The Y-Wing form of this ship is fast but not very maneuverable, and fires long-range homing missiles. The X-Wing form is slow, with good turning capability, and fires a powerful double-lance, convergent laser. One effective way to use this ship is to stay mostly in the faster Y-Wing form, transforming into the X-Wing only to make quick turns or ward off would-be attackers.

SHOFIXTI SCOUT

Shofixti Scouts are small and very quick. They can detonate themselves like a big bomb, causing great damage to a nearby enemy ship. They have a limited number of crew, and a relatively weak forward firing gun with a moderate range. Shofixti captains find that their little gun can be quite effective when fighting slow or short-ranged enemy vessels.

SYREEN PENETRATOR

This space vessel often leaves a battle stronger than it entered it. When a Syreen ship uses the Syreen call, the enemy crew from the opponent's craft jump ship and drift towards the Syreen. The Syreen then pick them up and use them as their own crew. One very effective trick is to use the Syreen call and fire simultaneously.

YEHAT TERMINATOR

The Yehat Terminator is equipped with extremely powerful medium-range dual cannons and a shield that protects it from any weapon. Avoid the temptation of exhausting your energy with your guns, saving some for your shields. Remember that energy generation on the Yehat ship is not sufficient to maintain constant shielding. Since Yehats are slow, they can benefit from a Gravity Whip from the planet to strafe an opponent as they go sailing past.

ANDROSYNTH GUARDIAN

The Androsynth vessel is normally very slow, and fires auto-homing molecular acid bubbles. When fired en masse, these create a dense cloud of bubbles that can hide the Androsynth or obstruct the opponent's path. The Guardian can transform itself into a blazing comet-like ball of energy. When in this "Blazer" form, it can ram an opponent's ship or escape.

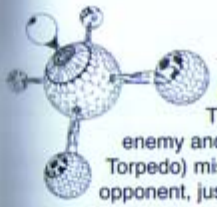
ILWRATH AVENGER

Ilwrath ships have a special cloaking capability. Learn to spot the Avenger even when it's cloaked. Since your battle view is always centered midway between the two ships, the Ilwrath is always opposite its opponent. When the enemy gets near the center of the screen, you must be there too. Open fire! When you uncloak by firing your hellblast, your ship is automatically oriented to face your enemy. If the enemy maneuvers behind you, turn around instantly by cloaking and immediately fire your hellblast.

MYCON PODSHIP

This extremely slow ship fires semi-sentient energy plasma that dissipates on launch and causes immense damage to the enemy. The Mycon ship can also use its energy to regenerate lost crew. Sitting still, the Mycon Podship is a dead duck. Once it gets moving, its commander can fire a plasma torpedo now and then to regenerate damage. If the Mycon is moving at maximum velocity, it can overrun its own weapon, suffering grievous casualties. Solution: shoot backwards.

SPATHI ELUDER



The Spathi ship is fast and maneuverable, with a moderately ranged and relatively weak forward gun. This ship is most dangerous when running from the enemy and launching BUTT (Backward Utilized Tracking Torpedo) missiles. An effective Spathi strategy is to circle the opponent, just out of range, bobbing in to launch BUTT missiles, and then out again. If you need to eliminate only a few more crew for a victory, don't shoot your forward firing wad in a single facing. Instead, rotate as you fire to increase your chance of a lucky hit.

UMGAH DRONE

A favorite Umgah tactic is to zip backwards, right next to its enemy. If the Umgah's anti-matter cone is up, it can graze the enemy as you zip past for bonus damage. Another way to use the retro-move is to thrust at the same time you zip backwards. This results in a jerky maneuver that opponents find difficult to deal with. The Umgah receives all its power in one whack after a delay. Each time the Umgah uses its anti-matter cone, the delay is reset to maximum. If you keep the cone up, you will never regain fuel.

VUX INTRUDER

The VUX is slow and difficult to maneuver. To offset this, the Intruder always appears near an enemy when combat begins. The VUX commander must fire instantly, and make course adjustments to keep the laser on target. If the enemy launches a seeking weapon, shoot at it as it approaches. When the VUX nears its target, slow by rotating to face the enemy and thrusting. Never engage your enemy unless you have lots of fuel! The VUX use homing limpets to slow other ships down. The limpets cling to the enemy's hull, making the ship less maneuverable. Deploy your limpets in a curtain, then turn and thrust ahead of where your enemy must flee to avoid them. The VUX ship is also equipped with a powerful medium-range laser, and a large store of energy to power it.

UR-QUAN DREADNOUGHT

The Ur-Quan has an immensely powerful medium-long range weapon that fires rapid fusion plasma blasts. It also has the capability of launching pairs of autonomous, laser-equipped fighters. Remember that each fighter represents a departing crew member. If you are wounded to start with, don't send off all but the last few of your crew and risk defeat through a single lucky enemy shot. Also, fighters expire if you don't let them return to your ship. Avoid high-speed chases or your fighters will be left far behind. Use fighters at short range and in conjunction with your main weapon. For satisfying results, chase an opponent in one direction while you head off in the opposite direction to meet him as he wraps around.

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RICHEST STAR SYSTEMS

THE 20 OVERALL RICHEST

Star System	Mineral Totals & Best Worlds	Biological Totals & Best Worlds
Delta Aurigae	11005 (7, 2a, 1b)	256 (2,1b, 1a)
Beta Carinae	7982 (2, 9d, 9b)	304 (4, 3b, 7a)
Beta Scorpii	12680 (5, 7, 3)	178 (8b, 6, 3)
Beta Circini	6897 (7, 8, 3)	248 (3a, 1, 2a)
Delta Sextantis	5901 (9, 3, 6)	322 (5a, 1, 2b)
Beta Tauri	5747 (5a, 7, 5b)	277 (12, 5b, 5a)
Alpha Olber	6940 (3, 6b, 1)	241 (3, 7, 6a)
Epsilon Draconis	7298 (1, 9, 2a)	230 (8a, 2a, 7)
Zeta Scorpii	4134 (9, 9a, 5)	309 Ik (9a, 8, 3)
Gamma Tauri	7307 (1c, 5b, 4d)	219 (2b, 1a, 3b)
Gamma Geminorum	2388 (4a, 4c, 4b)	341 (3, 1, 4c)
Epsilon Scuti	8365 (5b, 4, 3a)	175 (5b, 3b, 5d)
Lambda Hyades	1949 (6, 4, 3)	329 (7, 1, 4a)
Beta Vulpeculae	6208 (5d, 5a, 3)	214 (2d, 6, 2a)
Gamma Circini	4903 (6, 3, 1)	247 (6, 2, 5)
Delta Chandrasekhar	4299 (4, 1, 8)	259 (3, 6, 7d)
Aldebaran	6488 (5c, 2, 4)	201 (2a, 2, 5a)
Kappa Hyades	4736 (6, 1, 2)	186 (2, 9a)
Fomalhaut	4158 (1, 5a, 2)	191 (5a, 5b, 4)
Alpha Chandrasekhar	4799 (1, 9b, 7c)	175 (2, 5a, 9b)

THE 20 MOST MINERAL RICH

Star System	Mineral Totals & Best Worlds
Beta Scorpii	12680 (5, 7, 3)
Delta Tauri	12080 (2, 1, 7)
Alpha Ceti	11739 (2, 6b, 5a)
Alpha Centauri	11476 (3, 8, 1)
Delta Aurigae	11005 (7, 2a, 1b)
Beta Cephei	10447 (6, 9b, 4)
Zeeman	10421 (5a, 4a, 6b)
Zeta Vulpeculae	9404 (3a, 7, 1)
Beta Normae	9153 (3, 7, 2)
Delta Brahe	9100 (1, 3, 9a)

THE 20 MOST MINERAL RICH (CONTINUED)

Star System	Mineral Totals & Best Worlds
Alpha Antiae	8734 (8c, 5, 3)
Alpha Columbae	8370 (5, 4a, 4b)
Epsilon Scuti	8365 (5b, 4, 3a)
Alpha Ptolemae	8055 (7a, 7d, 6c)
Beta Persei	8037 (6, 3c, 5a)
Beta Carinae	7982 (2, 9d, 9b)
Zeta Volantis	7912 (7, 6, 3)
Epsilon Normae	7718 (4, 6, 3b)
Alpha Crucis	77022 (2a, 5, 4a)
Iota Hyades	7379 (2, 1, 7a)

THE 20 MOST LIFE RICH

Star System	Biological Totals & Best Worlds
Gamma Geminorum	341 (3, 1, 4c)
Lambda Hyades	329 (7, 1, 4a)
Delta Sextantis	322 (5a, 1, 2b)
Zeta Scorpii	309 (9a, 8, 3)
Beta Carinae	304 (4, 3b, 7a)
Beta Tauri	277 (1, 5b, 5a)
Gamma Sextantis	271 (3b, 3a, 1)
Delta Chandrasekhar	259 (3, 6, 7d)
Alpha Sextantis	257 (3, 1b, 1a)
Zeta Orionis	257 (5, 4)
Delta Aurigae	256 (2, 1b, 1a)
Beta Corvi	255 (1, 6, 3)
Epsilon Sextantis	253 (2, 3, 6a)
Alpha Trianguli	252 (1, 5, 8b)
Beta Cincini	248 (3a, 1, 2a)
Gamma Cincini	247 (6, 2, 5)
Alpha Olber	241 (3, 7, 6a)
Gamma Mensae	234 (4, 4a, 7b)
Apha Giclas	231 (4, 7c, 7a)
Epsilon Draconis	230 (8a, 2a, 7)

ALIEN HOMEWORLD LOCATIONS

Alien Race	Homeworld
Human (Earth)	Sol 3
Androsynth	Eta Vulpeculae 2
Arilou	QuasiSpace Coordinates (613.4; 590.0)
Chenjesu	Procyon 2
Druuge	Zeta Persei 1
Ilwrath	Alpha Tauri 1
Mycon	Epsilon Scorpii 1
Orz	Gamma Vulpeculae 1
Pkunk	Gamma Krueger 1
Shofixti	Delta Gorno 1
Slylandro	Beta Corvi 4
Spathi	Epsilon Gruis 1a
Supox	Beta Librae 1
Syreen (New)	Betelgeuse 1
Syreen (Old)	Beta Copernicus 1
Umgah	Beta Orionis 1
Utwig	Beta Aquarii 1
VUX	Beta Luyten 1
Yehat	Gamma Serpentis 1
Zoq-Fot-Pik	Alpha Tucanae 1
Unzervalt	Vela 1 (the lost colony, your home!)
Melnorme	All supergiant star systems

BE SURE TO . . .

- Get Resource Units! You can't buy fuel unless you have the RUs. Get RUs by blowing up ships or mining minerals and bringing them back to Earth Starbase.
- Save the Zoq-Fot-Pik from the Ur-Quan and Kohr-Ah forces.
- Find the Melnorme and trade with them. You can get biological data by collecting life-forms on planets and moons.

PUZZLES & MYSTERIES EXPLAINED

ARILOULALEELAY: THE LOCATION OF THEIR SECRET HOMEWORLD

The Arilou are a secretive race whose homeworld is well hidden. The main reason you may want to seek this race out is that they will give you an extremely valuable device, the Portal Spawner. This device will considerably speed your travel through space.

Finding the Arilou is not only a matter of where, but also of when. They live in a — for lack of a better word — "place" that is accessible only from the 17th to the 20th day of each month. To find the doorway to the "place," carefully examine the Star Map during the specified days and look for a new green star. When you highlight the star, instead of printing its name, it will say "Unknown." The Spathi in space know of this doorway, as do the Melnorme.

AQUA HELIX: WHERE AND FROM WHOM TO STEAL IT

The Aqua Helix can be found in Thraddash space, where it is the most highly revered object of that race. The Helix has been the property of the Thraddash for millennia, and they aren't about to give it to you under any circumstances. So, you are forced into the unpleasant role of thief.

Once you have located the right planet, you will note that the Helix is protected by an absurd number of Thraddash ships. You cannot beat them all — so you will have to get sneaky.

There are two tricks you can pull on the Thraddash to get the Helix. One is to convince them to go impress the Ur-Quan by attacking the Ur-Quan's enemy, the Kohr-Ah. While the Thraddash are gone, you can sneak down to the surface and snag the Helix. Another way it to make allies with the Thraddash, and then rely on their naive trust to let you go down to the surface to "just kind of look at" the Helix.

Either way, once you have the Helix, don't expect the Thraddash to be your friends ever again. To find the Aqua Helix planet, search Thraddash space for a planet guarded by a bazillion ships.

DEEP CHILD EGG CASE FRAGMENTS: WHERE TO FIND THEM

One set each of Egg Case Fragments can be found at all three of the "shattered" worlds in Mycon space. To find the fragments, search the Mycon star systems for orange innermost planets with black surfaces cracked to reveal rivers of magma.

KOHR-AH: SLOWING THEIR DEATH MARCH

Once the Kohr-Ah have defeated the Ur-Quan in their Doctrinal Conflict (usually in February of 2159), they will begin moving through space, destroying each alien race in turn. When they have eliminated all other races, the Kohr-Ah will move to Earth and vaporize the Starbase and its inhabitants, ending the game. Up until this point, you can still win the game, regardless of how many races have been vanquished.

Although you cannot stop the Kohr-Ah from winning their war against the Ur-Quan, you can delay their victory for a year (until February of 2160) by having the Utwig and Supox attack them. To do so, get the Utwig's broken Ultron from the Supox, repair the device, and then return the fully operational Ultron to the Utwig.

ILWRATH: HOW TO GET RID OF THE PESKY MONSTERS

The Ilwrath are a nuisance you could best do without, especially when you are traveling in the vicinity of Procyon. Still, the question remains, how are you going to get rid of them? The answer lies in subverting the Ilwrath's absurd devotion to Dogar and Kazon, their dark gods of death, deceit and destruction. Indeed, if you have talked with the Pkunk, you may have surmised that someone else has done exactly the same thing with the mysterious broadcasts on HyperWave Channel 44.

To remove the Ilwrath menace permanently, consider impersonating Dogar and Kazon, and giving the Ilwrath orders which will get them out of your hair. However, you will need a special device to aid you in your deception. To discover the nature of this device, talk with the Spathi about the "Grand Master Planet Eaters."

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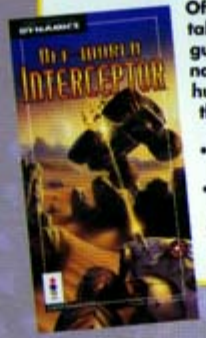

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